

Video gaming system with fixed pool of winning plays and global pool access

Publication number: AU5733394 (A)

Publication date: 1994-06-22

Inventor(s): MORRIS EARL D; MILLER ROLEN; DIETZ MICHAEL J

Applicant(s): INFINATIONAL TECH INC

Classification:

- international: A63F3/08; A63F13/12; G07F17/32; A63F3/08; A63F13/12; G07F17/32; (IPC1-7): A63F9/24

- European: A63F3/08E; A63F13/12; G07F17/32D

Application number: AU19940057333D 19931130

Priority number(s): WO1993US11624 19931130; US19920986429 19921201

Also published as:

WO9412256 (A1)

GR3031666 (T3)

ES2166130 (T3)

ES2136187 (T3)

EP0627949 (A1)

more >>

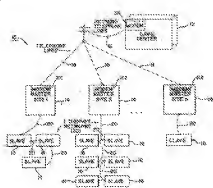
Abstract not available for AU 5733394 (A)

Abstract of corresponding document: **WO 9412256 (A1)**

A gaming system (10) is provided including a central game processor (12), a plurality of master processing units (14) and a plurality of slave terminals (16) operable by players to play the game.

The central game processor (12) communicates with the master processing units (14) and supplies the various games available to the system. The master processing units (14) store and administer the games as they are played on the slave terminals.

A preferred game includes a fixed pool of game plays and a predetermined number of winning plays within each pool. Each player, through his or her slave terminal (16), can purchase plays in each fixed pool stored in the master processing unit (14) to which that unit is coupled. When a particular pool is exhausted, for example, through the purchase of all plays, the central game processor (12) provides another fixed pool of plays to that master processing unit to enable continuous play.



Data supplied from the esp@cenet database — Worldwide